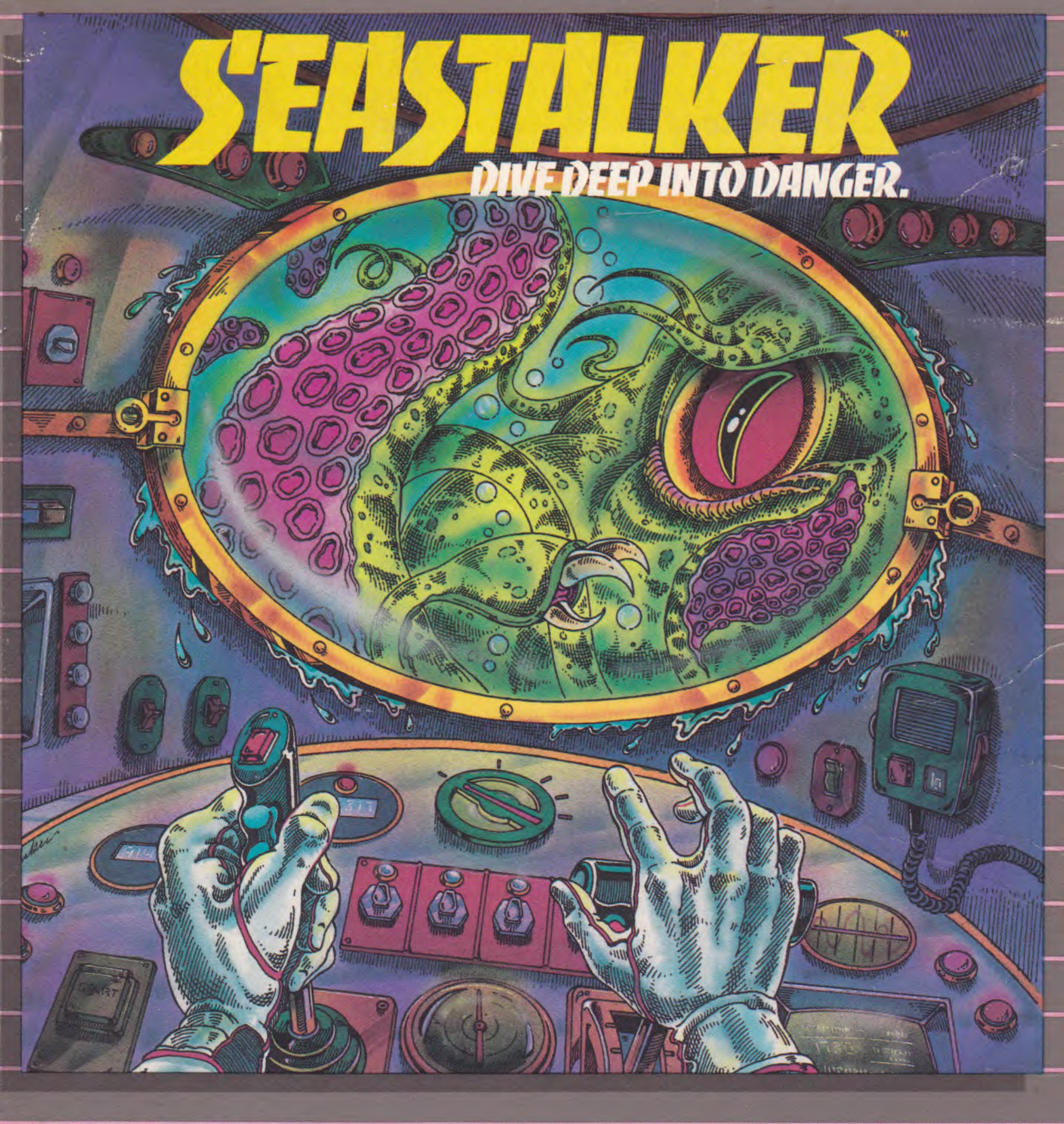


INFOCOM™

INTERACTIVE FICTION

Distributed by Activision (UK) Ltd.

SOFTWARE FOR YOUR AMSTRAD CPC/PCW

TALES OF ADVENTURE

JUNIOR LEVEL



Hidden in the depths of every SEASTALKER package: your SEASTALKER disk, your Submarine Logbook, four top secret Infocards, an Infocard decoder, a nautical chart of Frobton Bay and your Discovery Squad Badge.

There's something down there in the ocean, something terrifying. And you have to face it—because only you can save the Aquadome, the world's first undersea research station.

The alarm sounds and your submarine, the *Scimitar*, is docked nearby. But not so fast—you haven't even tested the *Scimitar* in deep water, and the crew at the Aquadome may have a traitor in its ranks. So be careful! You have many possibilities to consider, mysteries to unravel and life-and-death decisions to make!

Success won't come easily. It may not come at all—because, if you challenge the deep without using all your wits, you just might wind up as shark bait!

GET INSIDE A STORY.
GET ONE FROM INFOCOM!

It's like waking up inside a story! Load Infocom's interactive fiction into your computer and discover yourself at the center of a world jam-packed with surprising twists, unique characters and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You can talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. And you have hundreds of alternatives at every step. In fact, there's so much you can see and do, your adventure can last for weeks and even months.

To find the Infocom interactive story that's right for you, just choose any one marked with the level of difficulty listed below that best matches your current level of interactive skill.

Junior: Best introduction to interactive fiction. Written for everyone from age 9 up.

Standard: Good introductory level for adults. This is Infocom's most popular level of interactive fiction.

Advanced: A greater level of challenge. Recommended for those who've already experienced Infocom's interactive fiction.

Expert: For real diehards seeking the ultimate challenge in interactive fiction.

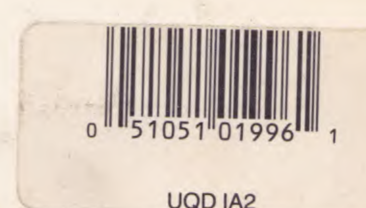
Then find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

INFOCOM

55 Wheeler St., Cambridge, MA 02138

For your: Apple II, Macintosh, Apricot, Atari, Commodore 64, Commodore Plus/4, DECmate II, DEC Rainbow, Epson QX-10, HP 150 & 110, IBM PC* & PCjr, KAYPRO II, MS-DOS 2.0*, TI Professional, TRS-80 Color Computer, TRS-80 Model III.

*Use the IBM PC version for your Compaq and the MS-DOS 2.0 version for your Wang, Mindset, Data General System 10, GRiD and many others.




SEASTALKER
INFOCOM


SEASTALKER
INFOCOM


SEASTALKER
INFOCOM


SEASTALKER
INFOCOM

TAKE THEIR WORDS FOR IT!

"Infocom couldn't have designed a better game to introduce new players to their text-only adventures. SEASTALKER has lots of action, intrigue, and surprises. It's a great stimulus to the imagination, an ideal puzzle for the beginner, and a wonderful pastime for your nine-year-old to share with Mom or Dad."

inCIDER magazine

"Your games are the best on the market."

Paul, 14
Mt. Pleasant, South Carolina

"SEASTALKER is more than a game. It's a totally interactive story that encourages logical thinking, planning and organization. It also stimulates players to develop creative strategies for problem solving, while encouraging reading. A game to be enjoyed by the whole family."

DIALOGUE magazine

"Infocom games are the only games worth playing."

Eric, 20, Programmer
St. Louis, Missouri

"SEASTALKER offers a first-class introduction to the world of interactive fiction. . . . Though pitched to the junior set (9 and up), SEASTALKER can just as easily enthrall an oldster."

PEOPLE magazine *Picks & Pans*

"Thank goodness for Infocom!"

Alice, 23, Bookkeeper
Sunnyvale, California

"Despite the flurry of interest in graphics adventures, Infocom has held fast to the concept of letting the player imagine his or her surroundings. This is much like the golden days of radio, when every listener could picture the rugged western terrain of the Lone Ranger or the city streets of the Thin Man."

SOFTALK magazine

"Infocom is the best source for this new genre. Infocom adventures are particularly well written, with detailed descriptions, clever plot twists, surprising characters and a strong dose of zany humor."

CHICAGO TRIBUNE Bookworld